LOST RUINS OF ARNAK

THE MISSING EXPEDITION

Campaign book

MYTHICAL ISLAND FOUND?
FRIENDS OF A LOCAL UNIVERSITY PROFESSOR SAY THEY NOW BELIEVE HE WENT LOOKING FOR A MYTHICAL ISLAND. THEY AIM TO FIND HIM.

MÍN & ELWEN
STORY BY MÍN & JASON A. HOLT

Campaign Rules

DO NOT SKIP AHEAD!

This book is designed to be read in order. On these introductory pages, you will find general rules for playing the campaign. The story begins on page 6. After that, the book is divided into six chapters which will tell the story of your search for Professor Kutil on the island of Arnak.

Each chapter is a new way to play *Lost Ruins of Arnak*, with new mechanics that create new challenges. Once you have played through the story, you can return to any chapter and play it again, perhaps even at a higher difficulty level! And of course, the campaign is completely replayable from the very beginning.

Solo or Two-Player

This campaign is designed for one player or for two people playing cooperatively.

In a two-player game, the story assumes you are co-leaders of one expedition, but you play the game as two separate players working together.

Campaign rules specific to the two-player game are written in special text like this.

General Chapter Setup

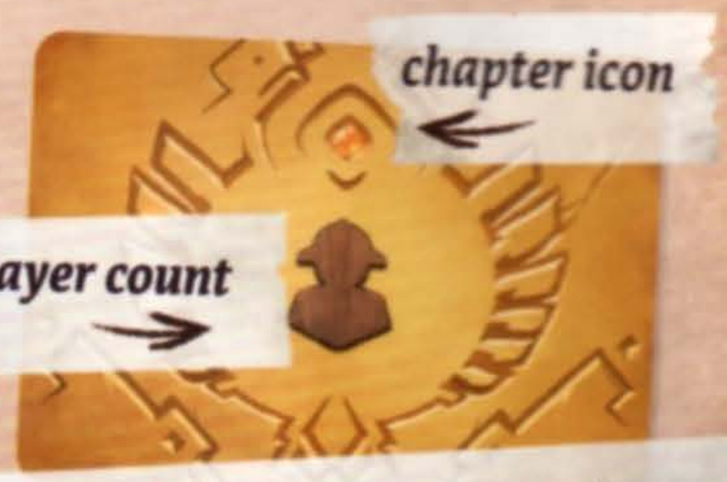
Set up the game for one more player than you actually have. For example, when you make stacks of temple tiles, they will have 2 tiles in a solo game or 3 in a two-player game. This is because each game will also have a rival – a board and figures simulating the actions of an opponent.

Do not block any spaces with the blocking tiles. However, some chapters may use the blocking tiles in another way.

The rival always plays red. Set out the red player board and give it all 6 red archaeologists. Your rival also uses the red magnifying glass – place it on the starting space beside yours.

The rival uses the red action stack. Set up the action stack according to the solo rules in the base game.

Choose your play order so that the rival goes last in round I. Players get starting resources based on this order.



Each chapter has an overview card to remind you of the goal and achievements.

STARTING RESOURCES

Player 1:

Player 2:

CUSTOMIZATION

While setting up according to the specific rules for the chapter, you have some options for customizing your game.

Each player chooses an expedition leader. This does not have to be the same leader you chose in the previous chapter. Think of the leader as a member of your expedition whom you call upon to face that chapter's challenges, and not as a character you become. This expansion lets you choose either the Journalist or the Mechanic, and if you have the *Expedition Leaders* expansion, you may choose one of those leaders instead. If you prefer a simpler leader, try the Prospector or the Traveler, which are explained in the other rulebook (page 10).

Choose a difficulty level. The campaign is designed for experienced Arnak players playing in NORMAL MODE. Each chapter also offers a STUDENT MODE – a chapter-specific rules tweak to help players who are still learning. Those who have already beaten the campaign on Normal Mode are invited to try ARNAKOLOGIST MODE – a chapter-specific rules tweak that makes victory more challenging. You are not required to use the same difficulty level for the entire campaign.

It isn't necessary for both players to play on the same difficulty level; See page 37, Variants section, for details.

General Gameplay

Except for chapter-specific changes, players play their turns according to the usual rules, and the rival's turn follows the solo rules. See pages 20 and 21 of the original base-game rulebook.

At the end of the round, pass the starting player marker, as you would do if the rival were another player. (This is different from the usual solo rules.)

PIGEONS

In a two-player game only, each player starts the game with a pigeon. You can use your pigeon to send your partner 1 of your resource tokens (, , , , or).

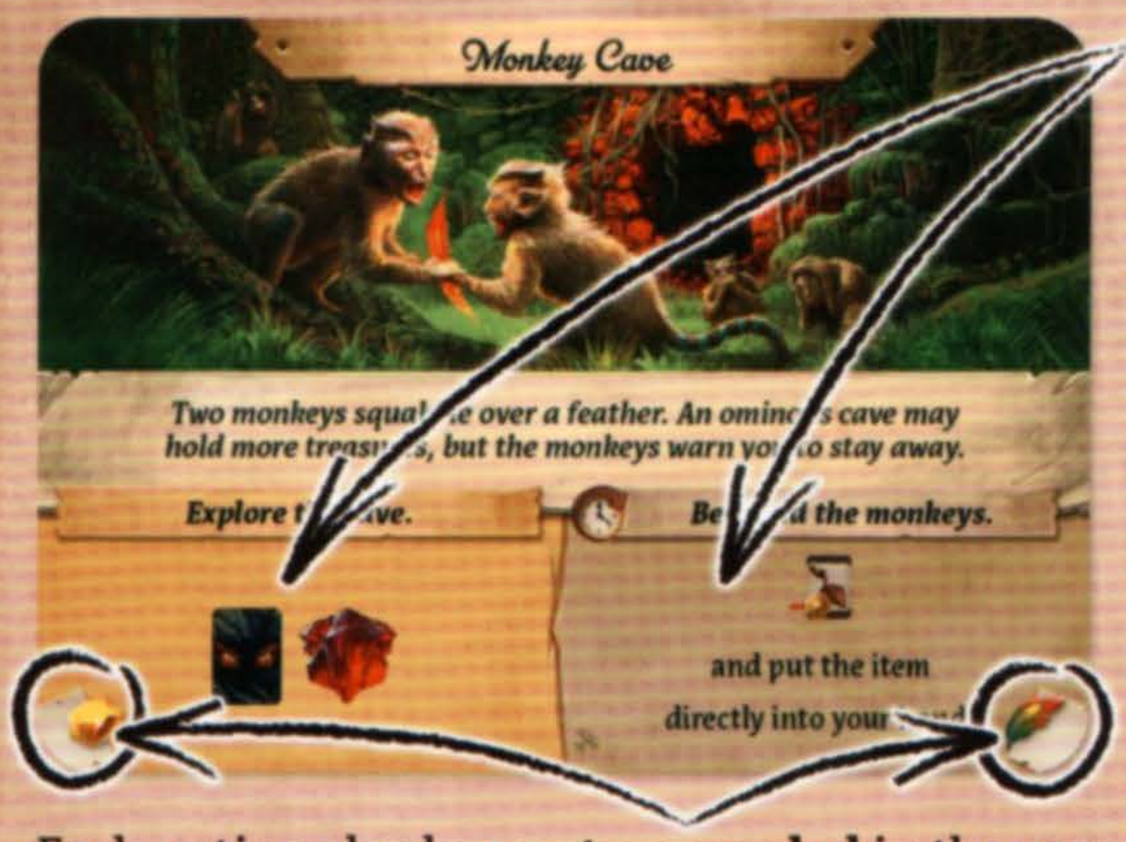
Sending a pigeon is a free action. Receiving a pigeon is also a free action, so your partner can send you a pigeon during your turn.

When a pigeon brings you a resource, keep the pigeon and turn it face down to show it cannot be used again this round. At the end of the round, used pigeons are turned face up again.

Note that it is possible to start a round with two pigeons. In such a round, you can send up to 2 pigeons, and your partner will be unable to send you anything.

Encounter Cards

Each chapter has its own set of encounter cards, offering mysteries for you to explore according to that chapter's special rules.


Monkey Cave
Two monkeys squa e over a feather. An omino s cave may hold more treas s, but the monkeys warn yo o stay away.
Explore t ve.
Be d the monkeys.
and put the item
directly into your

When you resolve an encounter card, you pick one of the two options and perform its effect.

The choice on the left is an effect you resolve immediately.

The effect, on the right, can be saved for later. If it is not marked as a free action, it can be used only as a turn's main action.

In a two-player game, a effect can be used by either player.

Each option also has a **story symbol** in the corner. When you choose that option, you have collected that symbol. You will record these symbols when you finish the chapter.

To keep track of your symbols, slide the encounter card under the overview card from the left or the right once you use its effect, so that only the symbol is showing. (As you can see on the following page.)

For actions, keep them beside your board until you use their effect.

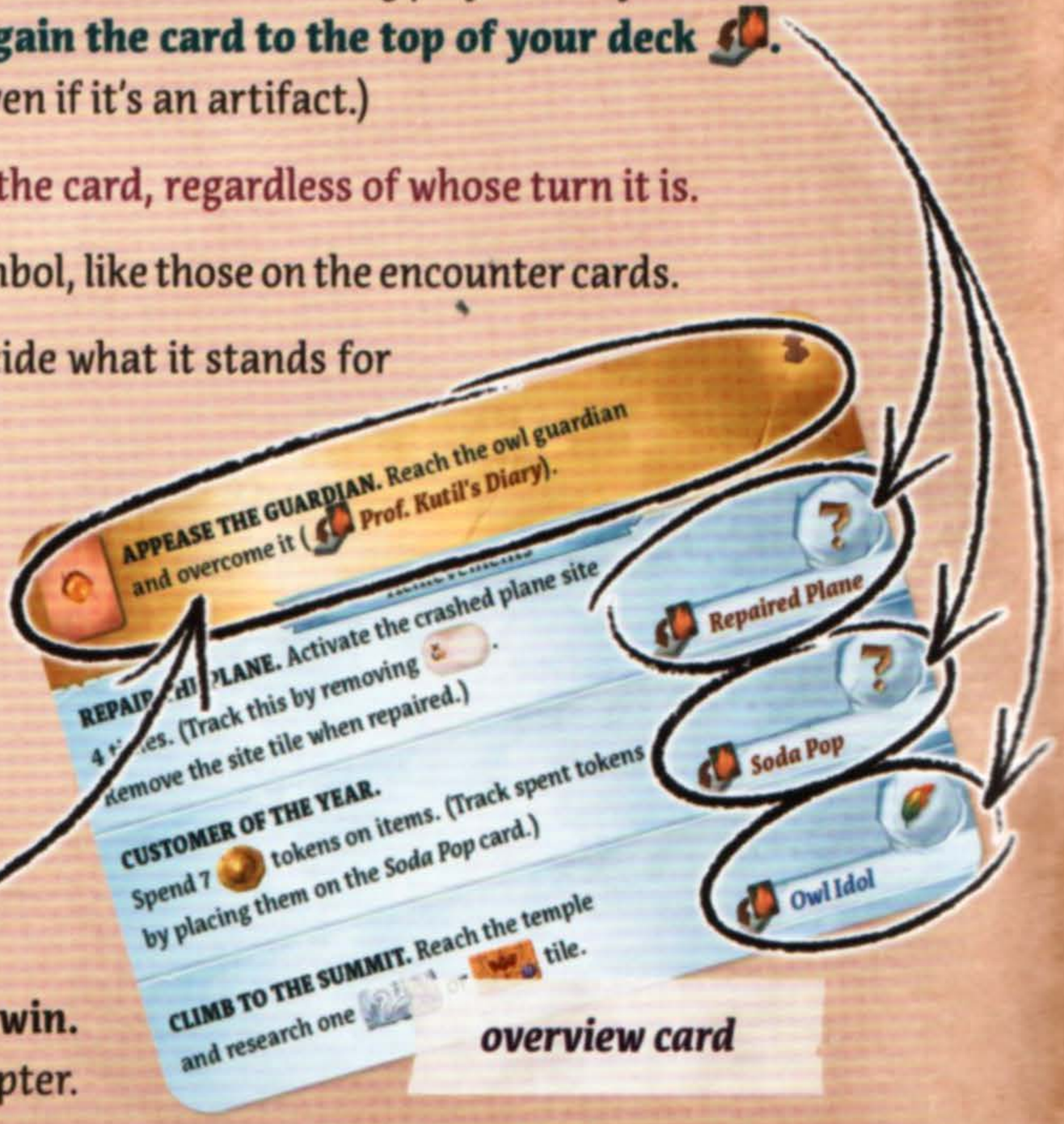
Achievements

Each chapter offers 3 item or artifact cards that can be earned during play. When you meet the chapter's requirements for the card, **you gain the card to the top of your deck**. (You don't resolve its effect at this time, not even if it's an artifact.)

In a two-player game, either player may gain the card, regardless of whose turn it is.

Each achievement will also give you a story symbol, like those on the encounter cards.

If you earn this symbol, you get to decide what it stands for at the end of the chapter.


APPEASE THE GUARDIAN. Reach the owl guardian and overcome it (Prof. Kutil's Diary).
REPAIR THE PLANE. Activate the crashed plane site 4 times. (Track this by removing . Remove the site tile when repaired.)
CUSTOMER OF THE YEAR.
Spend 7 tokens on items. (Track spent tokens by placing them on the Soda Pop card.)
CLIMB TO THE SUMMIT. Reach the temple and research one tile.
Repaired Plane
Soda Pop
Owl Idol

overview card

Chapter End

Unless otherwise stated, **you play the chapter all the way through to the end of round V,** as usual. Each chapter has its own goal.

Chapter Goal

If you accomplish the chapter's goal, you win. Read the special story text at the end of the chapter.

If you lose, you can simply try again. Replay the chapter as though the game never happened.

Or you can choose to accept the loss. Each chapter has an alternative ending with a penalty that applies to the next chapter. But you aren't required to accept a loss. You can replay the chapter instead.

Story Paths

If you win (or if you choose to accept a loss) record the story symbols from your achievements and encounter cards by marking them on the campaign sheet.

Each path starts at the center of the campaign sheet and moves out. When you mark a symbol, you must either mark it at the beginning of its path or at the continuation of an existing marked path.

Example: *If you mark a pawprint next, you could use it to continue the mask path, because of the intersection. But after that, your next pawprint would have to start at the beginning, not at the plot point.*

APPEASE THE GUARDIAN. Reach the owl guardian and overcome it (Prof. Ratil's Diary).
Achievements
REPAIR THE PLANE. Activate the crashed plane site 4 times. (Track this by removing . Remove the site tile when repaired.)
Repaired Plane
CUSTOMER OF THE YEAR. Spend 7 tokens on items. (Track spent tokens by placing them on the Soda Pop card.)
Soda Pop
CLIMB TO THE SUMMIT. Reach the temple and research one or tile.
Owl Idol

Suppose you earned 3 ❤ and 1 from encounters, along with and ? from achievements. Using your ? as a ❤, you could earn a plot point on that path.

Plot Points

Certain spaces on each story path are marked as plot points. If you reach a plot point, record its number below that chapter's score box, then look it up in the back of the book.

Each plot point gives you a card. **You will start the next chapter with this card on the bottom of your deck.** In a two-player game, either player may start with it.

After you reach the end of a path, any extra story symbols of that type count as ? for you.

Chapter Score

If you win, calculate your score as usual. In a two-player game, add your scores together and divide by two. Your rival's score is calculated according to the solo rules in the base game.

Subtract the rival's score from your score to get your chapter score. This might be negative. If it is, don't worry, you still won. Record your score on the score sheet.

If you choose to accept a loss, do not count your score; your chapter score is –10.

Starting the Campaign

Separate Components

Before starting the campaign, make sure all items, artifacts, and assistants marked with this symbol are stored separately. They will not be in their decks at the start of the campaign.

These game components are earned during play. Assistants and achievements earned in one chapter go to the regular decks for future chapters. Plot-point cards start the next chapter at the bottom of your deck, then go to the regular decks for later chapters. Conversely, cards and assistants not earned go back to the bag of components stored separately.

Components are earned only if you win or if you choose to accept a loss. If you choose to replay a chapter, you replay it as though the game you lost never happened.

Mix the guardians and idols from this expansion into their usual piles. The sites from this expansion are not used in the campaign.

Start the Story!

The Missing Expedition

It has been eight months since you last saw your dear friend Professor Kutil. You had believed he was simply traveling abroad, but his return is long overdue, and now his family has reported him missing.

In these modern times of newspapers and aeroplanes, people do not simply disappear. The administrators at Kutil's university suspect he may be dead, but you believe he found a place beyond the bounds of modern civilization, a lost island in uncharted waters, the fabled land of Arnak.

Kutil's obsession with the lost island began long before you met him. At one time his outlandish theories of a vanished civilization were the subject of lively debate. But Kutil's evidence was scant and his theories were unprovable. Eventually his university colleagues convinced him to abandon his crazy theories, stop talking to newspapers, and focus his studies on something more respectable.

But in private, he never gave up. And that is why you do not give up on Kutil.

After contacting Kutil's family, you gain access to his papers. It does not take you long to puzzle out the direction of his recent Arnak research. Kutil believed he had finally deduced the lost island's location. Now you aim to follow him with a fully-equipped expedition.

But how to raise funds? His family will help, of course, but the problem is not fully solved until Antoinette, your chief research assistant, informs you that she has secured the remaining funds from a donor who wishes to remain anonymous.

You are curious about this donor, but see no reason to pry. You are merely grateful that you can launch your expedition without delay. Professor Kutil may yet be alive, somewhere on the lost island of Arnak.

You are now ready to start Chapter One. Best of luck on your journey!

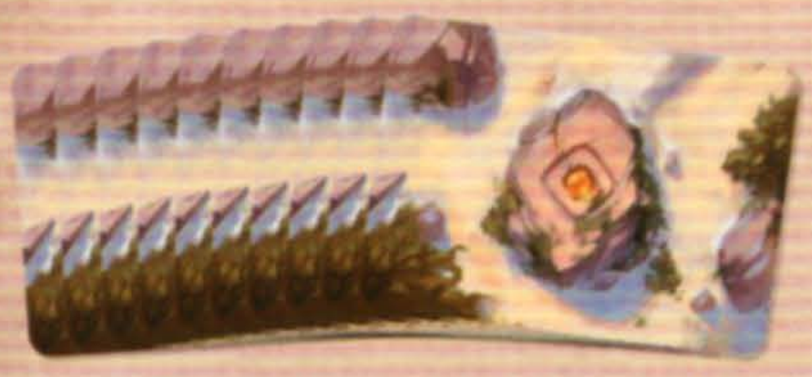
Chapter One

After days of searching empty ocean, a faint smudge on the horizon gives you a glimmer of hope. As your ship draws nearer, it becomes clear you are seeing an island that is not on any of your charts.

Scouting around the shoreline, you spy a bright light gleaming among the jungle foliage. The light vanishes a moment later, but you are certain you saw it – a flash of reflected sunlight. Could it have been a signal? You give the order to drop anchor, and soon your boats are transporting people and equipment to a good landing site on the beach.

Antoinette, your research assistant, offers to supervise setting up camp so you and your most trusted people can go at once into the jungle. You readily agree.

You Will Need:



10 Chapter One encounter cards

Chapter One overview card

*4 or 7 multiplier tokens

Prof. Kutil's Diary

Repaired Plane

Soda Pop

Owl Idol

Notes on Guardians

*crashed plane site

*owl guardian

*eagle guardian

fog tile

*denotes components from the base game

Chapter One Setup and Rules

Use the **BIRD TEMPLE** side of the board.

Into the Jungle!

Who knows what you might find?

Shuffle the 10 Chapter One encounter cards.

1. Deal an **encounter card** face down to each level ⬌ site, and to the four outermost level ⬍ sites. (Set the 2 remaining cards aside.)
2. Each level ⬌ site also gets one **face-up idol** (but no face-down idol).
3. The level ⬍ sites with cards get no idols. Each site with no card gets a **face-down idol**.

Exploring the Jungle

Reveal an encounter card when you discover its site. Resolve it immediately before or after the site tile's effect.

The Crashed Plane

Only a short distance from shore, you come across a truly distressing sight – a crashed plane, several months abandoned in this wild and forbidding jungle. The flash you saw was not a signal, but rather a reflection from the plane's broken window. Expedition supplies lie scattered among the wreckage. Of the dear professor, there is no sign.

4. Place the ***Repaired Plane*** item card on the compass ▲ site.
5. Place the **crashed plane** level ⬍ site tile on top of it.
6. Place **4 multiplier tokens** on the site tile. These are **repair tokens.**
   In a 2-player game, use **7 repair tokens** instead.

Repairing the Plane

The crashed plane site is a ▲ site, replacing the usual compass site until it is repaired.

The repair tokens are for this chapter's Repair the Plane achievement, as explained on page 12.

Guardians of the Air

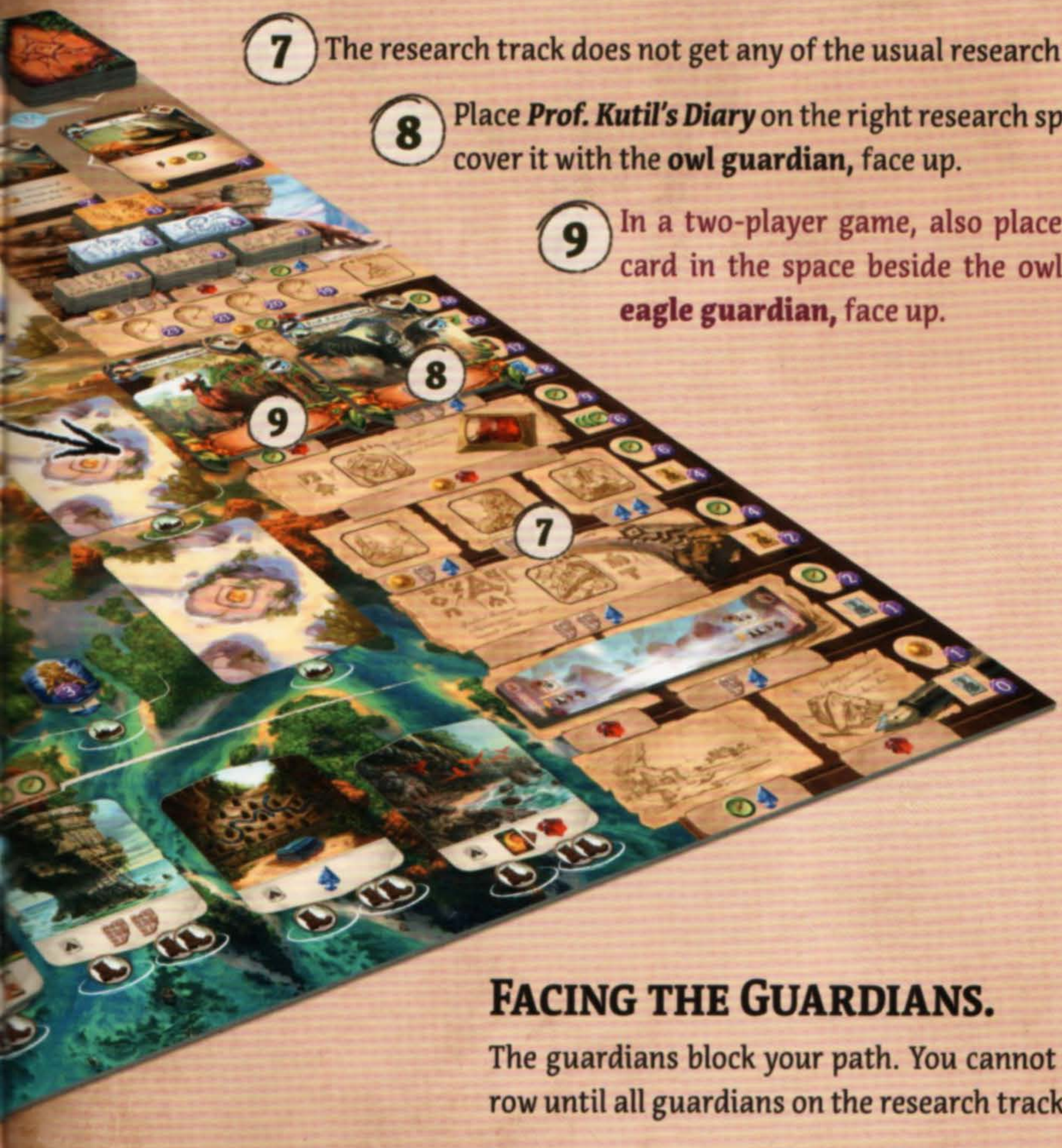
Inspecting the wings of the plane, you find the damage most curious. The canvas is ripped, as though by giant talons. Professor Kutil often spoke of legendary guardians – fantastically large creatures that could have been tamed or perhaps even created by the lost civilization of Arnak. Could such legends be real?

As if in answer to your question, a bird of enormous wingspan soars over the distant mountains and lands on a high, rocky cliff.

7 The research track does not get any of the usual research bonus tiles.

8 Place ***Prof. Kutil's Diary*** on the right research space of the sixth row. Then cover it with the **owl guardian,** face up.

9 In a two-player game, also place the ***Notes on Guardians*** card in the space beside the owl. Then cover it with the **eagle guardian,** face up.



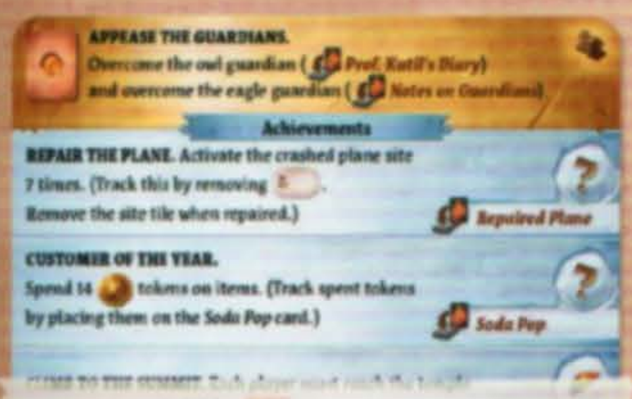
FACING THE GUARDIANS.

The guardians block your path. You cannot research above the sixth row until all guardians on the research track have been overcome.

To overcome a guardian on the research track, you must have a research token on the space with the guardian tile. The guardian can be overcome as your main action or by effects that let you overcome a guardian on a site. (But effects that move guardians do not work.)

At the end of the round, you will gain a *Fear* card for each research token on a space with a guardian.

When you overcome a guardian, take the guardian tile as usual. Also, read the hidden text at the back of this book. **Owl: hidden text 11.** **Eagle: hidden text 27.**


APPEASE THE GUARDIANS.
Overcome the owl guardian (Prof. Kutil's Diary)
and overcome the eagle guardian (Notes on Guardians)
Achievements
REPAIR THE PLANE. Activate the crashed plane site
7 times. (Track this by removing .
Remove the site tile when repaired.)
Repaired Plane
CUSTOMER OF THE YEAR.
Spend 14 tokens on items. (Track spent tokens
by placing them on the Soda Pop card.)
Soda Pop

Keep the Chapter One overview card beside the board.

A Path Through the Jungle

You have espied the creature that may have brought down Kutil's plane. But what became of Kutil? Was he carried to the creature's eyrie? Or was he left standing here, staring as the bird flew away? In either case, Kutil's fate is tied to that monstrous bird. You must find a way to its cliff.

10 Place the **fog tile** over the second row of the research track.

FINDING THE PATH

At first you do not know how to reach the birds on the cliff; **you cannot research the row with the fog tile, nor any rows beyond it.** (So at first, you can research only the first row.) To find a path to the cliff, you must explore the island.

In a solo game, **you can advance the fog tile by one row for every site that was discovered.** Advancing the tile is a free action that costs 1 .

In a two-player game, you need 2 discovered sites to advance and advancing is a free action that costs 2 . However, your partner can pay all or part of this cost – by playing cards for travel values or by free actions that give travel values.

Tip: If you advance the fog tile as soon as you discover a site, it won't be difficult to keep track of. However, this is not required. For example, a solo player could discover sites on two turns, then advance the fog tile twice on a later turn. If you want a way to track this, put a token on the fog tile every time you discover a site. When you advance it, remove a token – 2 tokens in a two-player game.

In total, you must discover 5 or 10 sites to find the path to the birds. **When you advance the tile above the birds, remove it from the game.** You have found the path to the cliff!

Betrayal!

Upon your return from Kutil's crash site, you discover that Antoinette has not been setting up camp as she promised. In fact, Antoinette has disappeared, along with everyone else who was not in the jungle with you. At least she had the courtesy to leave a note:

To our erstwhile expedition members:

Please be assured that it is not our intent to maroon you here, nor to starve you. Captain Smythe is willing to transport both our expeditions, and you will find we have left you ample food. Nor do we wish to hamper your efforts to find Prof. Kutil. We simply feel that one expedition—ours—needs to focus on higher priorities. Please accept this ending of our partnership with no ill will.

~ Antoinette

Antoinette will be your rival for this chapter.

11 Remove the **Discover a New Site action** from your rival's stack.

Add the **green Buy an Item action** tile to your rival's stack.

With no Discover action, Antoinette will not discover new sites.

Antoinette's Research action is not affected by the fog tile. She does not interact with the guardians on the research track.

Achievements

Repair the Plane

Place *Repaired Plane* under the crashed plane site.

Mark the site with a certain number of repair tiles. (Use the ×3 multiplier tiles from the base game). Remove a repair tile each time you activate the site.

Gain it to the top of your deck when all repair tiles are gone. Also remove the site tile.

Solo: 4 repair tiles **Co-op:** 7 repair tiles

Customer of the Year

Place *Soda Pop* beside the supply board's tokens.

Mark it with all the tokens you spend on items.

Gain it to the top of your deck when it has enough coin tokens.

Solo: 7 **Co-op:** 14

Climb to the Summit

Place *Owl Idol* beside the temple tiles.

Gain it to the top of your deck when you have reached the temple and researched a 6-point or 11-point temple tile.

Co-op: Each player must research a required tile.

Adjustments

Student Mode

When setting up, go through the items deck and take the *Ostrich*, *Sea Turtle*, or *Pack Donkey*, whichever you find first. (Then reshuffle.) Start the game with that card on top of your deck. Do this before drawing your hand for round I. (In a two-player game, each player starts with a beast of burden.)

Arnakologist Mode

Start with one less (each). The owl and the eagle cost twice as much to overcome, and they cannot be overcome by other means.

Chapter One Goals

Overcome the owl guardian. In a two-player game, you must also overcome the eagle guardian.

Read This If You Win

Excerpt from Kutil's journal:

It seems the only way to pass the Owl is to bribe it with this journal! Which means this, my final entry, is written not for myself, but for you, O finder of secret things. Whether you be behind us by months or by centuries, I hope these notes shed some light on one humble archaeologist's attempt to reach the Temple of Kar-Kal.

If You Choose to Accept a Loss

Unable to retrieve Kutil's belongings, you instead go around the guardians, hoping to pick up Kutil's trail on the other side.

Penalty: Start Chapter Two with a fog tile, as you did in step 10 of this chapter. Remove it when it reaches the assistant rescue space.

Remember to mark your story symbols, including those from achievements.

Chapter Two

Beyond the guardian's cliff lies a hidden valley, the sort of place a determined archaeologist might go if he were hunting for the dark Temple of Kar-Kal.

Kutil described Kar-Kal as a snake deity somehow connected with "the Waters of Life and Death." You do not know what these "waters" are, but you suspect Kar-Kal's connection was mainly through the "death" aspect.

Regardless, Kutil was alive when he passed this way. If he was seeking Kar-Kal's temple, you must do likewise.

You Will Need:

10 Chapter Two encounter cards

Chapter Two overview card

Radio Transceiver

Saddle

Map to the Temple

1 random assistant from this expansion (2 in a two-player game)

overlay tile

Reminders:

- Cards earned from story symbols in the previous chapter start at the bottom of your deck.
- All other cards earned in Chapter One should be shuffled into the artifact and item decks. (If you played solo and won the previous chapter, also shuffle the *Notes on Guardians* item card into the item deck. It will remain part of the item deck for the rest of the campaign.)
- If you accepted a loss last chapter, don't forget your penalty.

Chapter Two Setup and Rules

Use the **SNAKE TEMPLE** side of the board.

Abandoned Items

Not far from your camp, your exploration team discovers signs that Kutil has indeed passed this way. But what dire and ominous signs they are! Perfectly good equipment, not carefully cached, but lying in plain sight. Kutil made several camps in this jungle, and it seems he was often forced to abandon camp in haste.

1 On each ↕ and ↔ site, deal a random, face-up **item card** with cost exactly 🪙🪙🪙.

Level ↕ sites get **no idols.**

2 Level ↔ sites get **1 face-up idol.**

Gathering Clues

When you Discover a New Site, gain its item to the top of your deck before drawing the site tile. (On a level ↔ site, you may gain the item immediately before or after resolving the idol's effect.)

Like you, the rival gains a site's item when she Discovers a New Site.

Survivors

Your tracker says some of Kutil's camps were abandoned very recently. He may yet be alive!

3 This is the usual assistant rescue setup, except that you will prepare only **1 random assistant from this expansion** (2 in a two-player game).

Your rival will not take an assistant from this space.

Discovering the Survivors

As usual, take an assistant when your magnifying glass reaches the assistant rescue space. When you rescue the first assistant, read **hidden text 14.**

Surprising Encounters

4 Place the **Chapter Two overlay tile** on the lower part of the research track to replace the normal row effects.

Shuffle the **Chapter Two encounter cards.** Make a stack of 4 or 8 and return the rest to the box. Place the stack by the research track. You draw and resolve the top card whenever you evaluate this effect:

Antoinette

Antoinette is also researching the guardians, with a zeal that seems more than intellectual curiosity. You fear what might happen if she should find the temple first.

This chapter lasts only 4 rounds. To win, you (both of you) must reach the temple before Antoinette.

5 Replace Antoinette's **Overcome a Guardian tile** with the **green Research tile.**

Antoinette does not take an assistant from the assistant rescue space.

When setting up for **round IV,** place the rival's red Research tile on the **bottom of the stack.**

The Guardians of Kar-Kal

Paw prints, feathers, and claw marks indicate Kutil was driven from his camps by guardians. Perhaps he provoked these attacks while researching the connection between the guardians and Kar-Kal.

When you Research, **instead of paying the usual cost to move up the track, you may discard one of your guardians instead,** whether you have used its boon or not. Offended by your experiment, the guardian leaves and returns to the bottom of the guardian stack. It no longer counts as a guardian you have overcome, and you will not get the 5 points for it.

Even an idol cost can be paid in this way. However, you cannot discard a guardian to pay the cost of researching a temple tile.

Keep the Chapter Two overview card beside the board.

Achievements

Search Everywhere

Place *Radio Transceiver* at the bottom of the deck of 4 or 8 encounter cards.

Gain it to the top of your deck after you have collected the final (fourth or eighth) encounter card.

Beastrider

Place *Saddle* beside the main board.

Gain it to the top of your deck when you have enough guardians (regardless of whether you have used any of their boons).

Solo: 3 **Co-op:** 6 collectively

Chart the Path

Place *Map to the Temple* beside the main board.

Gain it to the top of your deck when you have enough idols.

Solo: 2 idols, in slots or not

Co-op: 3 idols not in slots, collectively

Adjustments

Student Mode

When setting up, start with the owl guardian. In a two-player game, the other player starts with the eagle.

Arnakologist Mode

When setting up Kutil's abandoned items (step 1), use artifacts worth instead of items worth . When you Discover a New site, gain its artifact to the top of your deck.

Place 7 fear tiles under Antoinette's research token. She leaves a trail of devastation behind her. Place a fear tile on each space of the temple track that she leaves. Each time you research such a space, put a *Fear* card in your play area.

Chapter Two Goals

You (both of you) must reach the temple before Antoinette. This chapter lasts only 4 rounds.

Read This If You Win

You have reached the Temple of Kar-Kal, a sinister place of dark foreboding. This was Kutil's goal, not yours, and you have no idea if he made it this far, or if he was killed by an angry guardian.

Kutil's pilot, however, suggests that you press on. The professor believed that tunnels underneath the temple would lead him to the Waters of Life and Death.

If You Choose to Accept a Loss

Antoinette reached the temple first, and there is little you can learn now. Anything Kutil may have left here she surely took with her. Regardless, you press on. You believe the professor may have descended into the tunnels beneath the temple.

Penalty: Before taking your first turn of Chapter Three, move Antoinette's magnifying glass up one row. Then resolve her first three action tiles.

Remember to mark your story symbols, including those from achievements.

Chapter Three

After an hour of searching through the temple's chambers, you find a set of steps leading down. You light a torch and lead the way, hoping that no one else in your expedition can read the glyphs which proclaim you are about to enter the Tunnels of Terror.

You Will Need:

8 Chapter Three encounter cards

Chapter Three overview card

Improvised Weapon

Wicker Cart

Spectacles

*3 sites with icon

For a two-player game, you also need the icon sites from the *Expedition Leaders* expansion. If you don't have them, use 3 random sites from the base game.

*denotes components from the base game

Reminders:

- Cards earned from story symbols in the previous chapter start at the bottom of your deck.
- All other cards earned earlier in the campaign should be shuffled into the artifact and item decks.
- Any assistants you rescued in Chapter Two should now be in the regular stacks.
- If you accepted a loss last chapter, don't forget your penalty.

Chapter Three Setup and Rules

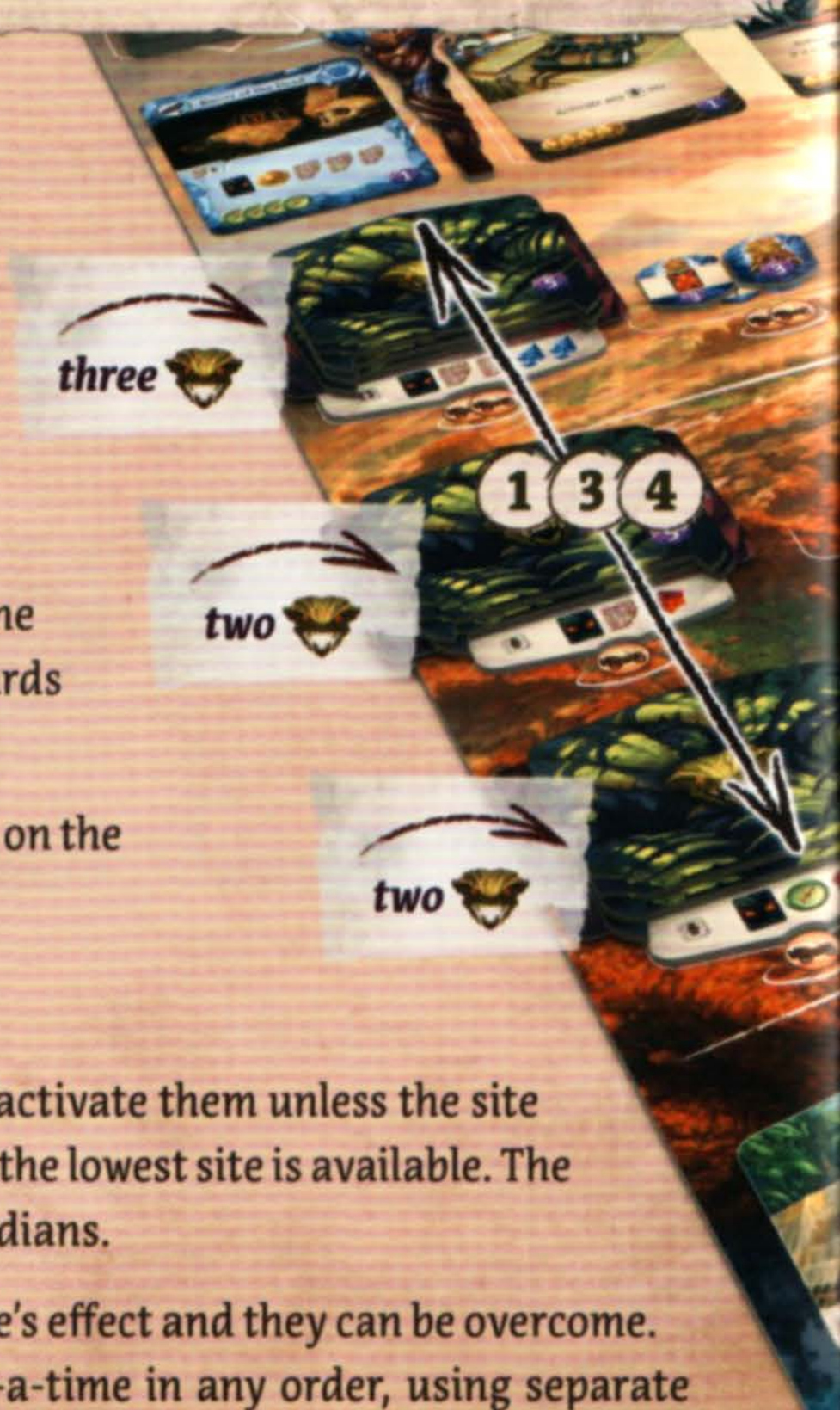
Use the **BIRD TEMPLE** side of the board.

The Tunnels of Terror!

Scarcely have you set foot inside the tunnels when you spot a colorful feather. For a moment you are heartened by the familiarity of this sign. It is from the mysterious guardian whose path you have already crossed several times. If a creature of the forests would willingly enter these tunnels, perhaps the dangers here are not so bad.

This flame of optimism is doused when your tracker points out the claw marks, the tail patterns, the foot prints, and the other signs left by many, many guardians who have been drawn into this sinister labyrinth. Perhaps they have made this place their grave. Perhaps they will make it yours.

1. Place the **3** **sites** from the base game in the left column, as shown. These are tunnel sites.
2. In a two-player game, also place **3 more** **sites** in the right column. These come from the *Expedition Leaders* expansion. If you don't have them, use three random sites from the base game – 2 sites, and a site on top.
3. Shuffle the **8 Chapter Three encounter cards** and deal one to each tunnel site, face down. (Return the remaining cards to the box.)
4. Deal **guardians** face down to each site tile – 2 guardians on the bottom row, 2 in the middle, and 3 in the top row.



Advancing Through the Tunnels

Tunnels are discovered sites, but you cannot dig at them or activate them unless the site below (in the same column) is free of guardians. So at first, only the lowest site is available. The first time you dig at or activate a tunnel site, reveal all its guardians.

As usual, the guardians do not prevent you from using their site's effect and they can be overcome. On a site with multiple guardians, they are overcome one-at-a-time in any order, using separate Overcome actions.

At the end of the round, if you take back an archaeologist from a site with multiple guardians, **you gain for each guardian.**

When the site has no guardians left, reveal and resolve the encounter card.

Face-down guardians are considered to be present at that site for purposes of card effects, but they cannot be overcome until they are revealed.

Find the Way

To find your way through the tunnels, you must learn to read the markings on the walls.

5

Place a **2-point temple tile** below each of these three rows. Place two in a two-player game. (Each stack of 2-point tiles in the temple will have only 2 tiles.)

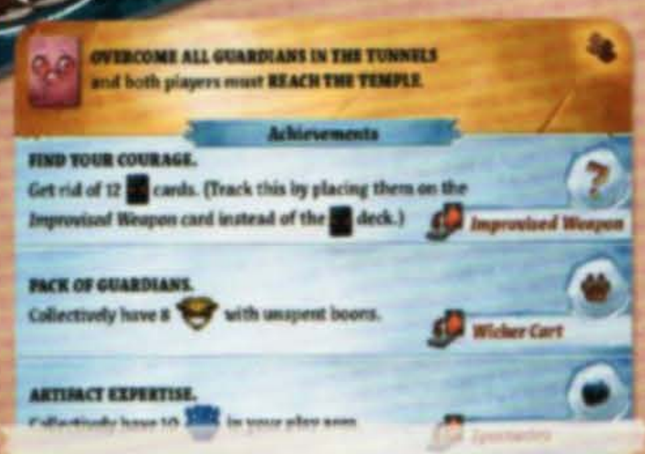
DECIPHERING THE SIGNS

You cannot advance your research token above a temple tile.

You can remove a tile only if you have a research token in the row below it. Removing the tile is a Research action with a cost of or or – that is, you pay any one of the three costs printed at the top of the track. Keep the tile; it's worth 2 points, as usual.

Antoinette

Antoinette seems to know something you don't.


OVERCOME ALL GUARDIANS IN THE TUNNELS
and both players must REACH THE TEMPLE.
Achievements
FIND YOUR COURAGE.
Get rid of 12 cards. (Track this by placing them on the Improvised Weapon card instead of the deck.)
Improvised Weapon
PACK OF GUARDIANS.
Collectively have 8 with unspent boons.
Wicker Cart
ARTIFACT EXPERTISE.

Keep the Chapter Three overview card beside the board.

6 Antoinette starts with an **11-point temple tile.**

Antoinette fears the tunnel's guardians. When determining where Antoinette will send an archaeologist, **ignore any tunnel site that still has a guardian** – for her, those sites don't exist.

Achievements

Find Your Courage

Place *Improvised Weapon* beside the *Fear* deck.

Mark it with each Fear card you send to exile. (For *Expedition Leaders*, this includes the Captain's *Hidden Fear*. The Mystic does not mark it until his "exiled" Fear cards are used in a ritual.)

Gain it to the top of your deck when it has enough *Fear* cards.

Solo: 6 **Co-op:** 12

Pack of Guardians

Place *Wicker Cart* beside the main board.

Gain it to the top of your deck when you have enough guardians with unspent boons.

Solo: 4 **Co-op:** 8 collectively

Artifact Expertise

Place *Spectacles* beside the main board.

Gain it to the top of your deck when you have enough artifacts in your play areas.

Solo: 5 **Co-op:** a total of 10

Adjustments

Student Mode

When setting up, place the *Guardian's Crown* artifact beside the card row. In a two-player game, also place the *War Club* there. Mark each with 2 tokens to remind you that they cost only in this game. Both cards are available to buy from the card row and they remain there until bought. Antoinette ignores them.

Arnakologist Mode

When you reveal the 3 guardians at the topmost site, also add 3 guardians you have overcome. (For two players, do this at both sites.) The guardians can come from either player or both. You can give up guardians with spent boons. Note: If you don't have enough guardians, you can't dig at the site.

Chapter Three Goals

All tunnel sites must be free of guardians.

You (both of you) must reach the temple.

Read This If You Win

Muddy and weary, you finally emerge from the tunnels, grateful to see Arnak's sky once more. You have learned much about the creatures guarding the passages, and you are beginning to understand how the beasts of this island communicate.

But the most important result of your endeavors has been to reach an ancient harbor. On the beach you see a set of footprints – Kutil was here!

If You Choose to Accept a Loss

After two nights of terror, you finally stumble out of the tunnels. Your people express a fervent wish never to see another guardian.

Penalty: For the next chapter, your leftmost idol slot is blocked with a fear tile. The slot is unusable and scores –2 unless the fear tile is exiled.

Remember to mark your story symbols, including those from achievements.

Chapter Four

You make your camp on the beach, near a cliffside temple. According to glyphs in the tunnels, the ancients called this place the Temple of Tides. Kutil's tracks lead down the beach, toward the temple. No tracks lead back.

You look to your tracker for encouragement, but your tracker is grim. Kutil has been inside for more than a day. If he did not find another way out – if he is alive – he needs your help.

And so you prepare your team to enter the temple, taking the time to enumerate every detail of your plan, occupying their minds so they will not ponder the question that is filling your soul with deep misgivings: Why was this temple designed to be accessible only at low tide?

You Will Need:

10 Chapter Four encounter cards

Chapter Four overview card

*wave tiles

Dinghy

Guardian's Blessing

Mantle of Dusk

*crashed plane site

*white tree site

tide tile

remaining unmet assistants

*1 or 2 archaeologists in an unused color

overlay tile

*denotes components from the base game

Reminders:

- Cards earned from story symbols in the previous chapter start at the bottom of your deck.
- All other cards earned earlier in the campaign should be shuffled into the artifact and item decks.
- If you accepted a loss last chapter, don't forget your penalty.

Chapter Four Setup and Rules

Use the **SNAKE TEMPLE** side of the board.

Change of Heart

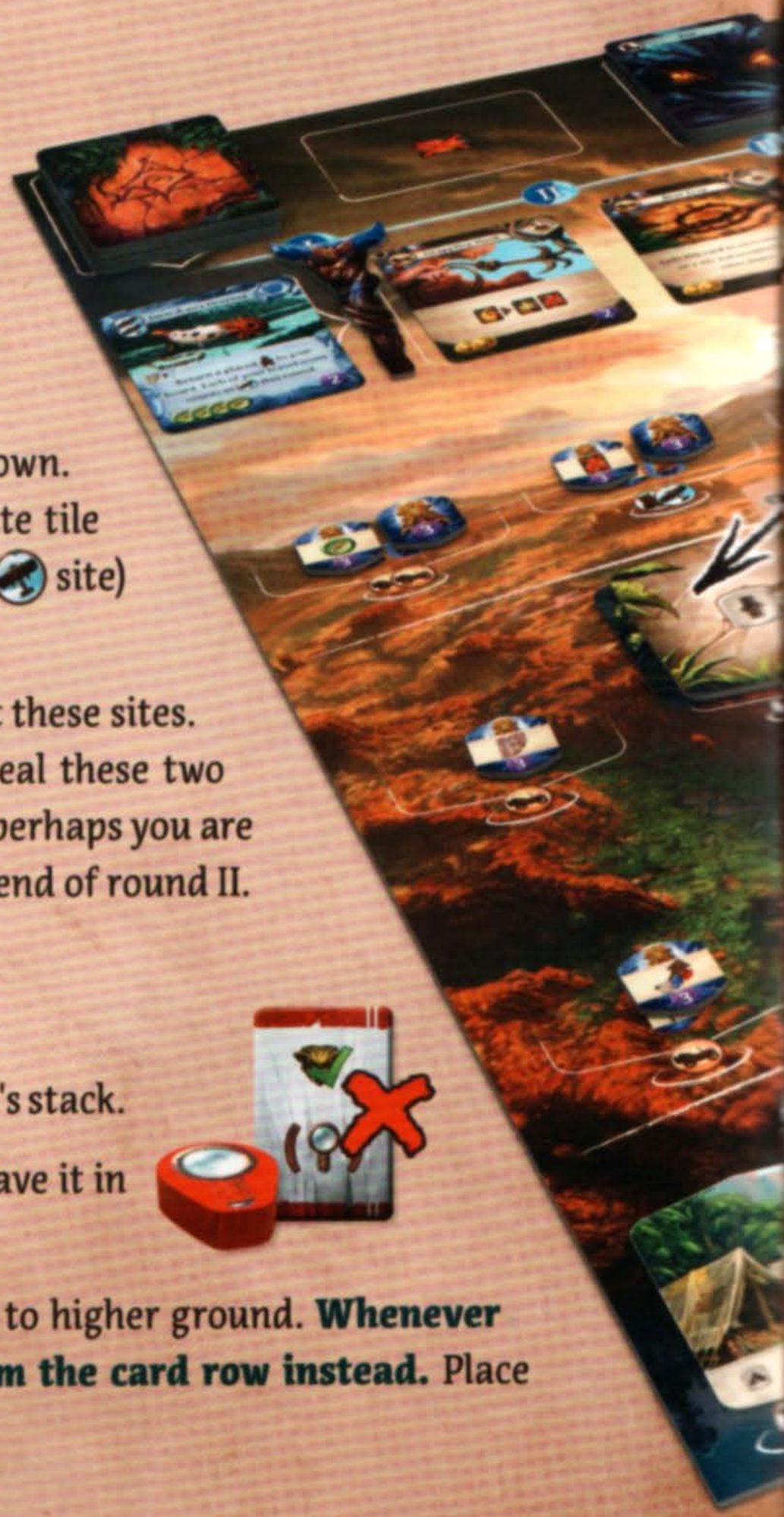
The moment is finally right. With resolution, you lead your team out onto the beach and down the slope of wet sand. As you approach the door to the temple, a voice rings out from the edge of the forest. "Wait! I wish to go with you!"

Turning, you see a familiar figure from your expedition – one of those who left with Antoinette.

"Professor Kutil was my teacher. If he is indeed alive—" The figure remains hesitantly among the foliage.

You tell your new assistant to come and be quick about it. Time and tide will not wait.

1. Start **without the usual starting resources.** Instead, start with **1 idol** and **1 assistant** chosen from the three initially available.



High Ground

Two lonely hills overlook the beach.

2. On each of the 2 middle sites, deal a **guardian** face down. On top of the guardians, place the **crashed plane** site tile (on the site) and the **white tree** site tile (on the site) also face down. These sites get no idols.

At the beginning of the game, you cannot Discover or Dig at these sites. However, if the sites ever become flooded, you will reveal these two sites and they will count as both and level sites. Now, perhaps you are wondering what is meant by "flooded". You'll find out at the end of round II.

Antoinette's Camp

3. Remove the **Overcome a Guardian tile** from your rival's stack.

Your rival's will not be used during this game. Leave it in the box.

Antoinette's people seem focused on relocating their camp to higher ground. **Whenever your rival would research, she takes ALL the items from the card row instead.** Place them on her board and refill the card row.

Adventures Await!

Who knows what lies inside the temple?

4 The research track gets no research bonus tiles. Place the **Chapter Four overlay tile** on the upper part of the research track to replace the normal row effects. Shuffle the **Chapter Four encounter cards.** Make a stack of 4 or 8 and return the rest to the box.

Foreknowledge

Kutil's pilot has some notes on what Kutil expected to find.

5 **Your notebook starts on row 3** of the research track. However, it is still limited by the usual rule: You cannot advance it unless the magnifying glass is ahead (or in the same row, if you are the Journalist).

The stone doorway slides aside. A trickle of water seeps in. With squelching boots, you make a rather sloppy entrance into the glorious Temple of Tides.

As soon as you are all inside, the door shuts behind you. A locking mechanism slides into place. And the water around your feet begins to rise.

Keep the Chapter Four overview card beside the board.

Rising Tide

The water is rising. You must be swift. But which way? Which way?

6 Place a **wave tile** on the 1st, 2nd, 4th, 5th, and 7th rows of the research track. Place the tide tile on the supply board under the magnifying glasses.

The water will rise to the next marked row at the end of each round. **If your magnifying glass is not above the tide tile, you lose immediately.**

Your **notebook** is allowed to be underwater, but you want to at least keep it floating on the tide. If it is below the tide tile's row, gain 1 for each row that you would need to advance to get it to the tide tile. Check for this at the end of the round, after the tide has risen, including at the end of round V.

A sound from the shadows distracts you from your panic. You raise a hand to silence your companions.

Yes. There it is. A feeble, rhythmic tapping, coming from the levels above. The rhythm is one you recognize. Someone is tapping an S.O.S.

Kutil is alive! Once again, he is guiding your path. You resolve to reach him before the waters do.

Rescue the Professor!

7 Give the assistant rescue space **1 randomly chosen assistant from this expansion** who has not yet appeared in the campaign. Also give it 1 archaeologist figure in an unused color. This is Professor Kutil. In a two-player game, use 2 random assistants and 2 archaeologist figures.

When you reach the assistant rescue space (even with the Journalist's notebook) read **hidden text 45.** From then on, you may use Research actions to advance a Kutil figure instead of a research token. This does not trigger any rewards; it is a cost you must pay to save Kutil. The figure does not block a space at the top of the temple. In a two-player game, either player can advance Kutil once one player has found him.

Kutil's archaeologist figures must remain above the tide tile, or else you lose immediately.

Tide Chart

At the **end** of Round	Tide
I	Move the tide tile up to cover the 1st row of the research track.
II	**Coastal Flooding!** (details below)
III	Move the tide tile up to the 4th row of the research track.
IV	Move the tide tile up to the 5th row of the research track.
V	Move the tide up to the row just below the temple. You must have your magnifying glass and professor Kutil in the temple row or you lose. (And for two players, of course, you need both magnifying glasses and both archaeologists in the temple.)

Coastal Flooding!

At the end of round II, move the tide tile to the second row. Use the supply board to flood all of the ▲ sites afterwards.

They are no longer available. Flip the crashed plane and white tree sites and their guardians over. Those sites are now available and guarded by their guardians. They will count as both ▲ sites and level ▮ sites for the rest of the game. **Read hidden text 43.**

Achievements

Explore the Temple

Place *Dinghy* at the bottom of the deck of 4 or 8 encounter cards.

Gain it to the top of your deck after you have collected the final (fourth or eighth) encounter card.

Lairs in the Deep

Place *Guardian's Blessing* beside the main board.

Gain it to the top of your deck when you have enough guardians (with spent or unspent boons).

Solo: 4 **Co-op:** 8 collectively

Swift Rescue

Place *Mantle of Dusk* beside the main board.

Gain it to the top of your deck if you rescue Professor Kutil before the end of the fourth round. (This means both figures in a two-player game.)

Adjustments

Student Mode

When setting up, start with 2 face-down idols instead of one.

Arnakologist Mode

Your notebook starts on the second row instead of the third row. (There is no research row reward for advancing your notebook to the third row.)

Chapter Four Goals

You win if you don't lose. That is, you need to get your magnifying glass and Kutil's figure to the temple – both magnifying glasses and both figures in a two-player game.

Read This If You Win

Out of breath and soaking wet, you and Professor Kutil emerge from the doorway at the top of the temple and once again see the light of day. Your campsite on the beach has been moved to higher ground. Everyone is safe!

Scanning Arnak's shoreline, you see a strange ship anchored off shore. Antoinette's expedition is heading in that direction. What could this mean?

Read hidden text 46.

If You Choose to Accept a Loss

With heroic effort, you manage to haul Professor Kutil's limp body onto the top step of the temple, where you attempt to resuscitate him. After a few choking breaths, he gasps for air, and you know he will live. Sadly, not all your companions were so lucky. Now you must organize a funeral.

Penalty: At the start of your first turn in Chapter Five, draw a *Fear* card from the *Fear* deck to your hand.

Remember to mark your story symbols, including those from achievements.

Chapter Five

You have accomplished your task. You have found the professor. Yet neither you nor he wish to leave the island while a strange ship is anchored off shore. Professor Kutil believes the newcomers to be the expedition of Doctor Roberto Havran, a former student, a former colleague, and a man of questionable character. As the jungle fills with the roar of vehicles, you make plans to find out what Havran is up to.

Help comes immediately, and from an unexpected source. Your former research assistant, Antoinette, arrives in your camp and asks to speak with you and Kutil in private.

"I have made a mistake," Antoinette admits. "I felt I owed a debt to Doctor Havran, but ..."

"But now you fear his motives may not be simple scientific curiosity," Kutil suggests.

Antoinette nods.

"Doctor Havran was the anonymous donor who funded your expedition," Kutil surmises. "But he was not interested in finding me. He was more interested in ... the guardians?"

"Yes," says Antoinette. "I gave him all my notes. It was our agreement. But I thought I was simply interpreting ancient legends. I didn't realize that Doctor Havran seeks to become one of Arnak's gods!"

YOU WILL NEED:

10 Chapter Five encounter cards

Jeweler's Loupe

Flare Gun

Scepter of Kar-Kal

Waterfall Temple

Chapter Five overview card

*3 or 5 fear tiles

*1 or 2 archaeologists in an unused color

*denotes components from the base game

REMINDERS:

- Cards earned from story symbols in the previous chapter start at the bottom of your deck.
- All other cards earned earlier in the campaign should be shuffled into the artifact and item decks.
- Any assistants you rescued in Chapter Four should now be in the regular stacks.
- If you accepted a loss last chapter, don't forget your penalty.

Chapter Five Setup and Rules

Use the **SNAKE TEMPLE** side of the board with the **WATERFALL** research track. (See other rulebook, page 11.)

A Rival Force

From a summit near the coast, you are able to observe Doctor Havran's extensive camp. Fuel tanks are unloaded. Armed thugs pile into vehicles and make roads through the jungle. Smoke begins to rise from new campsites in the forest. The expedition behaves less like an archaeological team and more like a paramilitary force.

1 Take an **archaeologist figure** different from the player and rival colors and place it on the lower left level ⬇ site, as shown. This is the supply convoy of Doctor Havran. In a two-player game, there will be two convoy figures.

Information Gathering

Against Havran's superior numbers and superior logistics, a direct conflict would be unwise. But there is one advantage you can use: your superior knowledge of the island.

2 Shuffle the deck of **Chapter Five encounter cards** and deal one face down to each level ⬇ site. Return the remainder of the deck (2 cards) to the box.

Whenever you Discover a level ⬇ site, reveal its encounter card. Resolve it immediately before or after the site tile's effect.

When your rival Discovers a site, he keeps the encounter card and scores 3 points for it at the end of the game.

Your Rival

3 Remove this tile from the rival's deck.

The supply convoy follows an S-path, as shown. Whenever your rival takes one of the four remaining Dig actions, after resolving the action, advance the supply convoy figure one step along his path. Note that the supply convoy figure does **not** block the space, so you (or possibly your rival) can still send an archaeologist there.

If the convoy reaches the end of its path, you lose immediately.

Disrupting the Supply Chain

It looks like Havran is attempting to establish a camp – or perhaps even a fortification! – at the White Tree. Kutil says this would give him no small amount of power. "The ancients believed ceremonies performed at the White Tree could influence natural forces throughout the entire island. That convoy must be stopped!

You can move the convoy back. Whenever you buy a card, check the column of sites below it. If the convoy figure is in that column, move it back one space (unless it is still at its starting space). You can move the convoy back from the research track's site by buying the fifth card in the row.

Allies in Your Cause

The interlopers are easily intimidated by Arnak's ancient guardians. When your archaeologist is on the same site as a supply convoy figure, **you may spend a guardian's boon to move the figure back 1 space** (instead of the boon's usual effect). This is a free action. Even in a two-player game, it must be your archaeologist and your guardian, not your partner's.

Both players must REACH THE TOP OF THE TEMPLE and STOP THE VILLAIN'S CONVOY from reaching it!
Achievements
BIG SPENDER. Collectively buy 12 / costing + / +. (Track this by placing a token on the Jeweler's Loupe card.)
Jeweler's Loupe
AMBUSH THE CONVOY.
Send a convoy back from 5 different sites using guardians. (Track this by placing on the site.)
Flare Gun
FATED CONFRONTATION.

Keep the Chapter Five overview card beside the board.

Two Convoys

In a two-player game, when the rival Digs, each convoy advances one space. However, when a player moves a figure back, only one can be moved per action (that is, one per card bought or one per boon spent). Of course, you lose if either supply convoy figure reaches the temple.

Achievements

Big Spender

Place *Jeweler's Loupe* beside the card row.

Mark it with 1 token each time you buy or gain a card from the card row with a value of at least or .

Gain it to the top of your deck when it has enough tokens.

Solo: 6 **Co-op:** 12

Ambush the Convoy

Place *Flare Gun* beside the main board.

Mark a site with a fear token if you use a guardian to send a convoy figure back from that site.

Gain *Flare Gun* to the top of your deck when you have marked enough different sites.

Solo: 3 **Co-op:** 5

Fated Confrontation

Place *Scepter of Kar-Kal* near the research track.

Gain it to the top of your deck if your magnifying glass and the convoy figure are on the hidden site space.
In a two-player game, both convoy figures and both players' magnifying glasses need to be on the space.

Chapter Five Goals

If a convoy reaches the end of its path, you lose immediately. Otherwise, you win after round V.

Read This If You Win

Your simple archaeological team has become an effective band of saboteurs and spies. What hidden talents your people have!

The convoy is delayed, but your scouts spot Havran stuffing several idols into a pack before he sets out for the White Tree on foot. He has the means and the knowledge to control Arnak's guardians. But perhaps you know enough to stop him.

If You Choose to Accept a Loss

Havran's convoy has reached the White Tree before you. This will make it difficult for your people to bring you the supplies you need.

Penalty: After the card row is filled during setup, place 2 *Fear* cards on top of the item deck. They will block item spaces until the moon staff exiles them. They cannot be bought, but they can be exiled by cards like *Ornate Hammer*. Do not use the *Expedition Leaders* red moon staff.

Remember to mark your story symbols, including those from achievements.

Adjustments

Student Mode

Double your starting resources.

Arnakologist Mode

During setup, when you remove the tile from Havran's deck, put it into his discard pile. After round I, it will be shuffled back into the stack, and Havran's convoy will make 5 moves in rounds II through V.

Chapter Six

Doctor Havran has been sighted heading for the White Tree, carrying items necessary for the ancient ceremonies of Arnak's guardian-priests – ceremonies they performed to control the island. But you have researched ways to disrupt these ceremonies. You know how to keep Arnak from falling into his hands. You hurry to the White Tree, hoping to arrive in time.

You Will Need:

8 Chapter Six encounter cards

Chapter Six overview card

Motorcycle

Gong of Awakening

Sacred Branch

*10 fear tiles

Tree Temple

*denotes components from the base game

Reminders:

- Cards earned from story symbols in the previous chapter start at the bottom of your deck.
- All other cards earned earlier in the campaign should be shuffled into the artifact and item decks.
- If you accepted a loss last chapter, don't forget your penalty.

Chapter Six Setup and Rules

Use the **SNAKE TEMPLE** side of the board with the **TREE** research track. (See other rulebook, page 12.)

Too Late!

You arrive at the White Tree only to find Doctor Havran standing at its base, an army of guardians behind him.

"You're too late," Havran says with a sneer. "Arnak and its guardians are now mine."

Yours is an expedition of archaeologists, not warriors. You are unprepared to fight a battle. You must find a way to prevent this from becoming a physical confrontation.

Antoinette seizes your arm and whispers a heartfelt suggestion: "Run."

1. Place a **red archaeologist figure** on the temple row of the research track. This is Doctor Havran. The temple gets **no temple tiles.**

2. Shuffle the **guardian stack** and deal 9 face down in a stack beside Doctor Havran – use 18 in a two-player game! If any guardians are left, return them to the box. **The stack in the temple will be the guardian stack for this chapter.** Whenever you draw a guardian to place on a newly discovered site, draw from Doctor Havran's stack on the board.

Or Maybe Not?

"Run!" you shout, not giving Havran time to decide what he wishes to do with you. You and your companions flee down a trail.

"This way," Kutil calls. He disappears into a gap between the White Tree's roots. You follow, entering a twisting network of tunnels below the sacred tree. Kutil slows to a walk.

"He controls the guardians," Kutil concedes. "But he does not yet possess the island. First there are two ceremonies he must perform, in these very caverns underneath the tree."

"And his control over the guardians may not be absolute," Antoinette says. "They still obey their ancient laws, and may yet be won back to our side."

3. Place **2 fear tiles** above the card row, on spaces II and III.

At the beginning of round II, and again at the beginning of round III, deal a guardian from Doctor Havran's stack face up to each level ⬍ and level ⬌ site that has been discovered and does not currently have a guardian. The fear tiles remind you of this rule.

Knowledge of the Terrain

4 Go through the **Chapter Six encounter card deck** and take only the cards marked with a symbol from a path that has been completely crossed off on your campaign sheet. Place these cards on level ⬍ sites according to the illustration. These sites get no idol, but don't worry – you will get a chance to gain an idol from the card. Other level ⬍ sites get face-down idols. The level ⬌ sites get one face up and one face down, as usual.

When you Discover a site with an encounter card, resolve it immediately before or after the site tile's effect. Then reveal the site's guardian.

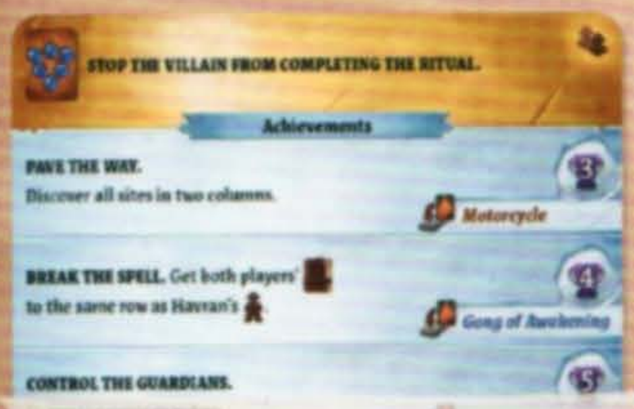
Havran's Obsession

Doctor Havran is done with studying. He will now put his archaeology theories to the test!

5 Use Havran's **magnifying glass** to block the leftmost space of the temple, and give Havran **two 11-point temple tiles.**

6 Remove Havran's **Discover action tile** and replace it with the **green Research action tile.**

Instead of their usual effects, Havran's Overcome a Guardian tile and both his Research tiles will all have the same effect: to advance him toward the completion of an ancient ceremony ...


STOP THE VILLAIN FROM COMPLETING THE RITUAL.
Achievements
PAVE THE WAY.
Discover all sites in two columns.
Motorcycle
BREAK THE SPELL. Get both players' to the same row as Havran's
Gong of Awakening
CONTROL THE GUARDIANS.

Keep the Chapter Six overview card beside the board.

The Ceremony of the White Tree

The battle between you and Havran will play out on the research track. **You can disrupt his ceremony by putting one idol (2 idols in a co-op game) in each of the two idol chambers.**

Havran's Descent

When Havran researches, move his figure and his guardians down one row. The first ceremony will take place in the lower idol chamber. Until it is over, you cannot advance a research token above the lower idol chamber.

lower idol chamber

The First Ceremony

When Havran reaches the lower idol chamber, he begins the first ceremony. **Each of his next 4 Research actions places one fear tile** in a slot that doesn't have one yet – the leftmost or rightmost such slot, according to the decision arrow. His fear tiles and your idols do not block each other. However, if you place an idol on a fear tile, you must add 2 *Fear* cards to your play area. Havran can simply place his tiles under your idols.

The Confrontation

When Havran places the fourth fear tile, resolve the confrontation.

If you do not have an idol in the chamber (2 idols in a co-op game), you lose the game.

Then compare guardians. (Hopefully, you have overcome some by now.) If you (both of you collectively) now have at least as many guardians as are in Havran's stack, nothing happens. If Havran has more, he seizes Arnak's treasures – draw 1 artifact from the deck for each guardian he has more than you, and add these artifacts to the rival's board. Havran then escapes.

Havran's Escape

Move Havran's figure directly to the upper idol chamber. Leave the guardians behind, in the lower chamber, with you. **Guardians will no longer appear at new sites you discover.**

Remove the green Research tile from Havran's deck. He will research only twice in each of the last two rounds.

Reveal the top 3 guardians of Havran's stack. You can overcome them just as you overcame the owl in Chapter One, in any order. Each time you overcome one, reveal another from the stack.

You cannot advance while there are guardians in the chamber. However, you **do not gain fear** at the end of a round.

The Second Ceremony

Meanwhile, Havran begins the second ceremony, placing a fear tile with each Research action, as he did before. Get to his chamber and place an idol – 2 idols! – before his final action.

Before round V, stack Havran's deck so that his red Research tile is on the bottom.

When Havran takes his last action of the game, resolve the confrontation. If you have not placed enough idols, you lose. **If you have placed enough idols, you win the campaign!**

Achievements

In this chapter, achievements are worth points that are added to your chapter score. In a two-player game, add the points after you divide your total by two and subtract Havran's score.

Pave the Way 3

Place *Motorcycle* beside the main board.

Gain it to the top of your deck if you have discovered all 3 sites in one column. In a two-player game, discover all sites in two columns.

Break the Spell 4

Place *Gong of Awakening* near the research track.

Gain it to the top of your deck when your notebook is in the same row as the Doctor Havran figure. In a two-player game, you need both notebooks in that row.

Control the Guardians 5

Place *Sacred Branch* beside the main board.

Gain it to the top of your deck when you have overcome every guardian.

Adjustments

Standalone Replay

If you are playing this chapter as a standalone challenge and not as part of the campaign, you can simply use the encounter cards you earned the last time you played the campaign. Or choose 2 or 4 at random.

Student Mode

When setting up, go through the items deck and take the *Automobile*, *Steam Boat*, or *Airship*, whichever you find first. (Then reshuffle.) Start the game with that card on top of your deck. Do this before drawing your hand for round I. (In a two-player game, each player starts with a vehicle.)

Arnakologist Mode

Start with one less (each).

You can't win unless you (both of you) reach the temple.

Campaign Goal

To win, you must thwart both of Havran's ceremonies. If you accept the loss, read **hidden text 44**.

End of Chapter Six

If you have won Chapter Six, you have won the campaign:

With eager eyes, Doctor Havran carries the final idol to the final pedestal. But once he draws close, his face floods with shock – your idol is already there!

"You're too late," Antoinette tells him, stepping from the shadows. Her face is weary. Her voice holds no sneer. "May Arnak's guardians forgive me my part in your deranged plan."

"No!" Havran cries. And he bares his teeth like a cornered animal.

What happens next depends on the choices you have made.

Final Scoring

Calculate your score for Chapter Six. Then add up your scores for all chapters to find your campaign score. (In a 2-player game, round up your campaign score if it isn't a whole number.) Write it down. You will need it in a moment.

Determining Your Path

Now, count up the story symbols you have collected. They represent journeys down 3 different paths. Read only the text for the path with the highest count.

The intersections you have marked count as both symbols. If there is a tie, choose the path that sounds right for your story.

Path of the Leader

❤ + 2× 👣

hidden text 28

Path of the Beastmaster

🪶 + 🐾 + 🎩

hidden text 33

Path of the Scholar

🔶 + ⚫ + 🔥

hidden text 37

Variants

Standalone Chapter Variant

After you have completed the campaign, you may decide you want to play just one particular chapter, to explore the possibilities of that particular game situation. In this case, you ignore certain story elements – the story symbols will have no effect, and you do not have to be careful about keeping expansion components out of the regular decks.

Co-op on Different Difficulties

Two players can play a co-op game together on different difficulties. This can be a great option for a child-parent team or for any two players of different skill levels. To do this, simply set up each chapter normally for the chosen difficulty levels. The player on the easier difficulty will not be affected by the stipulations of the harder difficulty with some exceptions.

Chapter One: If a player is playing Arnakologist Mode, only the owl guardian costs twice as much to overcome. It can be overcome by either player, but it must be overcome by paying 6 .

Chapter Two: If a player is playing Arnakologist Mode, place the artifact cards only on the six outer sites. Only the Arnakologist player is affected by the fear tokens on the research track.

Chapter Three: If a player is playing Student Mode, only place the *Guardian's Crown* artifact beside the card row. Only the student may purchase *Guardian's Crown*. If a player is playing Arnakologist Mode, add the 3 guardians only to the first discovered level tunnel site.

Chapter Four: No changes.

Chapter Five: If a player is playing Arnakologist Mode, the rival action tile only advances the supply convoy figure that is furthest away from the temple.

Chapter Six: If a player is playing Arnakologist Mode, only that player needs to reach the temple.

Hidden Story Texts

11.

After days of struggle, you have finally found a path to the monster's eyrie. You lead your expedition up the face of the cliff.

As your head rises above the ledge, you come face-to-face with an owl of enormous size. It does not eat you – not immediately.

Making no sudden movements, you climb onto the bird's ledge. Now on your own two feet, you still must look up to meet the creature's gaze.

Behind those jeweled eyes, you perceive an intelligence. The creature is wary, but not hostile. Is there perhaps a way you could communicate? If only you knew more about these legendary guardians. Kutil would know.

Ah! But Kutil has been here! In the center of the guardian's nest, you see a notebook that must have come from Kutil's expedition! ... But did Kutil bring it? Or did the bird carry it here? Or did it fall from Kutil's lifeless body?

To get the answer, you must get that notebook. But how? After your arduous climb, your speed is doubtful. And there is no way you can overpower this monster. ... Perhaps it would consider a trade.

When you overcome the owl guardian, gain *Prof. Kutil's Diary* to the top of your deck.

12.

"I will yet win!" declares Havran, and pulls a blue stone set in a golden medallion from his pocket, placing it around his neck.

Being so close to him, you notice the changes immediately. The skin on his hands turns dark purple, his eyes black. He stumbles, gasping for breath.

Overcome with horror, pity, and the uneasy feeling that this could have been your fate, you call out to him, begging him to remove the medallion.

Havran blinks at you without comprehension. His mind is slipping away.

You pull out your research notebook and read aloud an ancient verse, hoping you have the pronunciation right. It is the language of the ancients, but, yes!, now imbued with ancient power, Havran understands!

Doctor Havran removes the medallion from his neck. Instantly, he collapses. You rush to his side and check his pulse. He is alive. Suddenly his eyelids flutter, and he grabs your hand. His voice is coarse and weak, yet the words are heartfelt. "Thank...you." With that, he falls unconscious.

Kutil checks his eyes, their unnatural coloring slowly fading.

"He will recover," Kutil announces, with relief. "His mind may be a troubled mind, but I am glad he did not lose it."

The end.

13.

The trail of the bright-feathered guardian has led you to many curious places, but none so curious as this nest of sticks and branches. You suspect it held several eggs, but now it is empty. Your tracker identifies a nearby boot print as belonging to Antoinette.

You know this guardian to be a secretive creature. Perhaps it hid one egg in a place that escaped Antoinette's notice?

Yes! After a careful search, you find it.

Start the next chapter with the *Peculiar Egg* artifact on the bottom of your deck.

14.

Oh what a welcome discovery! Of all the wonders in this valley, none has been as wonderful as the sight of Kutil's pilot.

Separated from Kutil during a guardian attack, the pilot is equally glad to see you! The pilot confirms that Kutil was indeed searching for the Temple of Kar-Kal. Kutil's current location remains unknown, but one more searcher has been added to your party.

It is encouraging to know Kutil was recently seen alive.

15.

You are learning the ways of Arnak's beasts. Though different in form, they have many behaviors in common. There is an intelligence to their actions, and although they usually travel alone, they often seem to be working together, somehow communicating at a distance.

You are beginning to understand why Professor Kutil was so fascinated by these creatures. There is much to be learned by studying them.

Start the next chapter with the *Stone Feather* artifact on the bottom of your deck.

16.

As twilight falls on the evening meal, the camp cook approaches you, looking somewhat embarrassed. Raising his voice just enough for everyone to hear, he says, "We know it was hard on you when Antoinette left and ... well ... we just wanted you to know that, wherever you lead ... we're behind you."

Your team presents you with a *Thoughtful Gift*. Start the next chapter with the item card on the bottom of your deck.

17.

Seeing that you do not attack, Havran relaxes a little, and his grimace changes to a smirk, directed at Professor Kutil.

"So much for the ethics of archaeology! I see you chose to seize this power for your own. But I anticipated such a move."

Havran reaches into his pack and withdraws a hunk of blue stone. "I assume you know what this is."

You all know what that is. It is the heart of the White Tree.

Havran nods in satisfaction. "So congratulations on becoming the masters of this tree. Soon, it shall be dead, and I shall have a new tree for my own."

Kutil is horrified. "But did you realize that the stone would be awakened by the ceremony? Roberto, look at your hand!"

Doctor Havran's hand has turned the color of the stone. Tendrils of blue creep through the veins in his forearm as his hand desiccates and withers.

"I can't let go!" Havran cries. "Help me! Help!"

You move to help. The dying tree trembles. The ground shakes. Havran falls.

Now one with the blue stone, Havran's hand strikes the chamber floor, snaps from his mineralized wrist, and rolls to a stop at your feet.

"Go!" Antoinette cries. "Save the tree. We'll save everyone else!"

You scoop up the stone and run. Wood snaps and stones tumble as you dash through the crumbling tree roots. Dust fills your lungs. You emerge from the roots choking and gasping.

You know where the heart belongs. In your breathless state, you do not find the climb easy, but you do manage to reach the gaping hole left by Havran's reckless act. Gently, you return the stone to the tree, and the tremors subside.

Your careful research gave you the knowledge to save the White Tree. But now you have a new

mystery. Why did the stone not harm you as it did Havran?

The wordless tree can give no explanations, but you sense that it is grateful.

The end.

18.

The rescued egg has hatched!

And how surprised you are to meet the hatchling! Not a bird, as you supposed, it seems more like a feathered lizard.

For its part, the hatchling seems not at all startled by your appearance. You suspect it has imprinted on you, for it follows you everywhere you go.

Start the next chapter with the *Guardian Hatchling* artifact on the bottom of your deck.

19.

While researching the connection between the guardians, you have made a connection yourself. Arnak's beasts recognize you now, even when it is the first time you have met.

According to the lore, the guardians were created and controlled by ceremonies performed at "the White Tree." Your new relationship with the guardians may help you understand these ceremonies and the nature of the connections among all the creatures of Arnak.

Start the next chapter with the *Tale of the Origin* artifact on the bottom of your deck.

20.

By observing the stones of Arnak, you have identified a blue mineral with strong magnetic properties. Now that you understand why you have been getting lost, you recalibrate your compass. It will still lead you astray, but maybe it will lead you someplace interesting.

Start the next chapter with the *Confused Compass* item on the bottom of your deck.

21.

Several water sources on this island have a distinctive smell. You have collected enough data to conclude that this water – or perhaps its smell – definitely affects the guardians' behavior. Now it is time for some experiments.

Start the next chapter with the *Well Bucket* item on the bottom of your deck.

22.

Havran looks like a cornered animal because he is one. Cornered animals are dangerous. You step back and ask the guardians to do likewise, to offer Havran a path to escape.

Havran straightens his jacket and attempts to recover his dignity. "I see you, too, have solved the riddle of how Arnak's ancients controlled the guardians. Very well. You win this round."

With wary eyes on you, Havran moves toward the exit. As he walks past the pedestal, he knocks over your idol and puts his own in its place.

Nothing happens.

"We weren't performing the ceremony," Kutil explains. "We were reversing it. The guardians are now free to do as they will."

Havran stares – at Kutil, at you, at the guardians who seem to obey your commands. "Then how—?"

"Empathy, respect, and trust," says Antoinette.

Havran shakes his head incredulously, then turns and flees, not even realizing that nobody pursues him.

The end.

23.

Your espionage finally yields fruit! A few careless words from a member of Antoinette's expedition have divulged the location of an ancient astrological device. You have seen similar artifacts across other ancient civilizations, but none quite like this one. What significance did this hold to the people who built it? Perhaps more importantly, why did Antoinette seek this out?

Start the next chapter with the *Stone Calendar* artifact at the bottom of your deck.

24.

Hoping to understand the man, you ask Havran about his motives. At first, he seems suspicious of your question, but when he realizes this is no ruse – that your people are not waiting for a chance to strike – he relaxes somewhat and admits, "I'm not sure I know anymore."

Havran reaches into a pocket and withdraws a small vial. "The Waters of Life and Death." He nods toward Antoinette. "The means of controlling the guardians, and perhaps ... something more. A poison, to be sure, but also the lifeblood of this tree whose roots grow throughout the island. And also ... I had hoped ..." He shakes his head. "But it was folly. And I knew it." He meets Kutil's gaze. "You told me years ago."

Kutil shakes his head. "The Waters can postpone death, but not reverse it. Especially not for one who has been gone so long."

Havran tosses the vial to Kutil. "I give up. You have won."

Kutil puts the vial in his pocket. "No, Roberto. By giving up, you have also won."

The end.

25.

Your research has shown that different water sources have different effects on the guardians, making them restless, or angry, or docile, or watchful. The ancients believed that all these moods could be controlled by ceremonies performed at a location known as the White Tree.

You have reason to believe these waters can affect other living creatures as well.

Start the next chapter with the *Calming Extract* item on the bottom of your deck.

26.

You have tracked the magnetic material to its source: A meteorite fell to Arnak long ago. Revered by the ancients, the meteorite was mined for use in artifacts and temples throughout the island. Heat from the meteor's impact created the blue obsidian which was especially prized for ceremonial weapons. Through these minerals, so many of Arnak's sacred objects and places were connected!

Start the next chapter with the *Magnetic Ore* artifact on the bottom of your deck.

27.

After an arduous trek, you have finally reached the eagle's nest. Face to face with the monstrous bird, you now wonder if this was wise.

But this is no time for second guesses. Among the nest's twigs and leaves, you spot a different kind of leaflet – pages from a notebook!

You dare not snatch this treasure from a bird so sharp-eyed – and sharp-beaked! But perhaps it would consider a trade?

When you overcome the eagle guardian, gain the *Notes on Guardians* to the top of your deck.

28.

Standing face to face with your adversary, your sense of triumph gives way to compassion. Is this man really so different from you, or Kutil, or Antoinette, who was also once your adversary?

You dare not ignore the situation's danger. He is cornered, poised to flee or to fight. But perhaps you can convince him to talk.

The outcome depends on your skill as a leader. Read the text corresponding to your score for the entire campaign.

19 or less, read hidden text 34.

20 to 59, read hidden text 41.

60 to 99, read hidden text 24.

100 or more, read hidden text 39.

29.

You are not a treasure hunter. You came to Arnak for Kutil, not for gold. But this ... this coin. It gleams brighter than the others. You are lucky to have found it, yes. Keep it. Keep it for your own. Keep it forever.

Start the next chapter with the *Cursed Coin* item card on the bottom of your deck.

30.

Through diligence, patience, and careful observation, your spies have discovered that Doctor Havran's idol collection has a sinister purpose – the idols are integral to the ceremony he plans to perform to seize control of all the island's natural forces. Perhaps your new understanding of this ceremony will help you stop him.

Start the next chapter with the *Dark Statuette* artifact on the bottom of your deck.

31.

Do you believe in curses? In serpent gods and magic runes?

Perhaps it doesn't matter. What matters is that the people who lived here believed. The wealth of this island was not mere currency. Each artifact, each gemstone – even the smallest coin! – could have a spiritual significance.

It is these mysteries that drive you forward, drive you deeper into the heart of Arnak.

Start the next chapter with the *Miner's Helmet* item on the bottom of your deck.

32.

Havran reaches into a pocket and withdraws a vial of mysterious liquid. "You think you have completed the ceremony?" He shakes his head. "Not until you have done this!"

Havran pops off the stopper and drinks the liquid in three quick gulps.

Havran's eyes widen with horror as scales begin forming on his skin. Claws grow from his fingernails, and his skull begins to deform.

The creature does not let you witness the entire transformation, instead choosing to scamper away on all fours. The last you see of him is the tip of his budding tail.

Was this truly part of the ceremony? Perhaps, but you doubt this was Havran's intent. The man who thought to be the master of the White Tree must now be its guardian.

The end.

33.

The guardians who were Havran's puppets are now allies in your cause. With clicking claws and scuffing feet, they come to stand by your side.

What happens next depends on how well you have learned the guardians' ways. Read the text corresponding to your score for the entire campaign.

19 or less, read hidden text 38.

20 to 59, read hidden text 22.

60 to 99, read hidden text 42.

100 or more, read hidden text 35.

34.

Hoping to understand the man, you ask Havran to explain his motives. He answers with a sneer.

"Look at you, pretending to care, trying to manipulate me into breaking down, giving up. No. I have come too far."

Havran reaches into a pocket and withdraws a small vial. "You think you have won," he says, gesturing toward the pedestal. "But I have distilled the Waters of Life and Death!"

Havran unstoppers the vial and drinks its contents. You look to Kutil for an explanation, but the professor is as bewildered as you.

Havran grimaces, then doubles over. He looks at the vial in confusion, then collapses. Kutil rushes to his aid, but there is nothing the professor can do.

Surely Havran did not intend to poison himself, but you have no idea what he hoped to accomplish.

The end.

35.

Havran looks like a cornered animal because he is one. But you know how to deal with cornered animals. Using calm, soothing words, making no sudden movements, you try to convince the man that you are not a threat.

"Not a threat?" Havran asks. "You control every guardian on this island!"

It is true, in a sense. You have discovered how these chambers send messages to distant guardians. And perhaps those messages could be interpreted as commands. But you would not coerce these creatures, would you? Surely they must be obeying your orders of their own free will?

You find yourself uncertain. These guardians have a duty to protect this island. Did you somehow manipulate their sense of duty, cause these majestic creatures to focus their loyalty on you? No human should be their ruler.

Moving calmly, but decisively, you take the idol from Havran's hand. Turning to the guardians, you whistle the name of the owl.

The guardians part. The owl shuffles forward, acknowledging your call.

On bended knee, you offer the idol to the owl guardian. The bird accepts. The others seem pleased.

From this day forward, no human shall use these pedestals to manipulate the guardians. From now on, Arnak's guardians shall rule themselves.

The end.

36.

You are weary from the day's ordeal. And the hardest part is that you must not show it. You are the leader. You must always be the strong one. You must always encourage the others. You must inspire them to keep struggling when you yourself are sorely in need of rest.

So instead of heading for your tent, you approach the evening campfire, squaring your shoulders to accept the burden of command. But what you see around the fire makes you pause there, at the edge of the circle, with your face in shadows and your boots in the firelight.

You see your people, tired but content, proud of what they accomplished today. They smile when they see you, and cheerfully shift over so you can join them.

Yes, you must be strong for them. But they are your people, and they also give you strength.

Start the next chapter with the *Walking Stick* item at the bottom of your deck.

37.

You have learned the secrets of the guardians, the White Tree, and the Waters of Life and Death. You have used this knowledge to take control of Havran's guardians and thwart his ceremonies. But you fear he has one more trick up his sleeve.

What happens next depends on your skill as a researcher. Read the text corresponding to your score for the entire campaign.

19 or less, read hidden text 32.

20 to 59, read hidden text 40.

60 to 99, read hidden text 12.

100 or more, read hidden text 17.

38.

As the guardians close in around you and Havran, his grimace changes to a grin.

"You think you have them tamed," he says. "But I know their secret." He reaches into a pocket and pulls out a vial of mysterious liquid. "You don't control them. This does!" He raises the vial above his head.

"No!" cries Antoinette.

Havran throws the vial to the floor. Glass shatters, liquid sprays, and the air is filled with a scent that startles the guardians into a frenzy.

Havran realizes his mistake, but you catch only a glimpse of his horrified face before he is trampled by rampaging beasts. You and your people flee. Though none of you are attacked, the guardians are out of control, and several comrades are injured by whipping tails, heedless legs, and fluttering wings.

You escape from the chambers and help your people back to camp, while the guardians rage on underneath the roots of the White Tree. Doctor Havran is never seen again.

The end.

39.

Hoping to understand the man, you ask Havran about his motives. Surprised by your empathy, Havran explains:

"It was for my daughter. At least initially." Havran withdraws a photograph from a pocket and hands it to you. "Anastasia. Twelve years old. Shortly before her death."

Professor Kutil shakes his head. "Roberto, no power on earth – not even the arcane arts of Arnak's ancients – can bring back someone from beyond the grave."

"Such power would be god-like," Havran admits. "And yet–" he gestures around the chamber, "–is that not what this place is for? To give mortals

the power to act as gods? Control over the guardians. Control over floods. Roots that can communicate throughout the island. For years I have sought this power. At first, it was for my daughter. But then ... it was for me. I suppose it has been nothing more than a distraction. A way to avoid my grief."

You return the photograph to Doctor Havran. You have prevented him from becoming a god. Perhaps he is now ready to face the burdens of mortality.

The end.

40.

Havran reaches into a pocket and pulls out a piece of the dark blue stone. He flings it at the pedestal. It bumps your idol off balance and lands in the center of the pedestal with a click.

As your idol crashes to the floor, root-hairs sprout from the chamber's walls and begin secreting a sweet-smelling ichor. Havran covers his nose with his handkerchief and dashes for the exit.

Antoinette trips him, and both sprawl across the floor.

You can spare no time for their struggle. Swiftly, you seize the stone, but it is held fast by a powerful magnetism.

Seeing your predicament, Kutil cries, "The grand offering!"

Yes! Of course! You take from your pack a stone tablet, an obsidian arrowhead, and a ruby of Ara-Anu.

You place them on the pedestal, in the proper alignment around the magnetic stone. Thankfully, this works! The root-hairs recede, and all is quiet.

Antoinette and Havran still lie upon the floor, covered in sticky ichor. She is groggy. He is unconscious, a victim of his own attack.

"Well, this shall make him easier to handle," Kutil observes. "I am glad we did not let this place fall into his hands. Still, I am sorry for him. He was such an attentive student."

The end.

41.

Hoping to understand the man, you ask Havran to explain his motives. He answers with a snarl.

"How dare you ask me that! You know nothing about my life!" He drops his idol and draws an obsidian dagger.

Havran lunges at your belly. Antoinette steps in front of you and misdirects the villain's arm. The sharp blade tears cloth and slices your skin, but the wound is only superficial.

Shaken by the attack, you watch as the rest of your expedition rushes into the fray. In moments, Havran is in custody.

"No!" he hollers. "Arnak belongs to ME! You can never hope to control this island!"

But bending the island to your will was never your intention. As the rest of your crew hauls the irate Havran away, Kutil rests a hand on your shoulder. Thanks to your brave band of friends, the mystical land of Arnak is now safe.

The end.

42.

"Coward," Havran snarls. He draws a pistol.

Not recognizing the modern device, the guardians do not respond to the threat.

Or perhaps they sense it is, in truth, not a threat. Havran's next act is to toss the pistol to you.

"Shoot me," he says. "Don't make them do the killing for you."

You are completely bewildered. You know of no way to make these creatures attack. Nor do you wish them to.

Havran nods toward the pedestal. "You placed the idol of Kar-Kal on the pedestal of bonding. The guardians will serve you until your death."

"Oh dear," says Kutil. "That bond works both ways. If you break it, you will die."

You shake your head in disbelief, placing your hand on the shoulder of a nearby guardian. Surely you would know if such a bond were forged? Yet even as your hand touches the skin of the beast, you know something is amiss.

Your head floods with the creature's thoughts, inhuman and alien, yet somehow clear to you. Similarly, this creature must know your mind. You have become the Guardian Priest, a guardian of the guardians, doomed to live out your days on Arnak, yet blessed to have these creatures as your friends.

A strange lightness fills your heart. Arnak may one day have other unpleasant visitors, and you can finally be at ease, knowing this land will be protected.

The end.

43.

Every chamber you enter, the water rushes in. Every stair you climb, the water rises. How could the water rise this fast? How could it rise this high? You fear for the people with you, but also for those you left behind. If the waters are this high within the temple, your campsite must be flooded.

Use the supply board to flood the ▲ sites. The crashed plane and white tree sites become available.

44.

Before you can stop him, Doctor Havran lowers one last idol onto the final pedestal. It locks into place with a magnetic click.

"Your efforts are all for nothing," he says. "I now have complete and utter control of the tree. These beasts are under my spell."

Uncertainly, you glance around the room, meeting the gaze of the many guardians encircling you. Escape is impossible.

"So how does this end?" Antoinette's question lingers in the air for a moment, then Havran nods and turns to face you again.

"True. Now, whatever shall I do about you? Perhaps you could be one of the first ones to test out this exciting discovery. He glances at a nearby henchman and shouts: "Now make it rain!" as he covers his face with a handkerchief and makes a few steps back.

Unable to escape, you watch his henchmen start shifting the idols in unfamiliar patterns.

Suddenly, dozens of roots start dripping a strange liquid that emits a heavy odor. You exchange a helpless look with Kutil. The full extent of Havran's dark machinations are becoming clear. Everyone is doomed.

But maybe not, you decide.

You leap forward into the heaviest mist, and you breathe it in, clutching a small but heavy stone in your hand, praying this will work.

Everything grows still. You can no longer hear Havran nor Antoinette. You see them, but it's different; they are below. So far, far below, yet still in your embrace. For but a moment, you are everywhere and nowhere, perceiving the whole of Arnak through your roots. You let out a breath, but it is no longer yours. In a brief moment, you are the White tree, and you have a task to accomplish. The time is short.

You quickly sever the roots that lead to the room, stopping the connection with the tainted ceremony, saving the tree, saving the people trapped there as well, depriving Havran of his power. Yet, in doing so, your own connection to the tree is severed. Your consciousness waning, you accept what must be death. But you know it was not in vain.

The end.

45.

A flight of stairs leads you up above the rising water ... for the moment. Your path is blocked by a door of stone. The fit seems quite tight. Could the chamber beyond be sealed from the floods?

You push the stone that opens the door. It slides into a recess in the wall, and your torchlight reveals a simple cubical cell. A bearded man sits on the floor. He raises his head, and you gaze upon the gaunt face of Professor Kutil!

Kutil blinks in confusion for two heartbeats. Then he clambers to his feet and staggers toward the door.

"Don't close it! Don't close it!" he begs. Of course you have no intention of slamming the door on your old friend, especially not in these circumstances. Kutil joins your party outside the cell, and the ancient walls resound with so many greetings, so many expressions of gratitude, astonishment, and joy, that nothing can be understood among the babble of voices except that Kutil has been found alive and everyone is glad of that.

But the waters in the temple continue to rise, and this happy reunion must not be prolonged. "My friend," Kutil says, "I am glad you have found me, but there is no way out from here. Head back through the waters while you still have strength to fight them. Leave me now. Be swift."

Having finally found Kutil, you cannot now abandon him to a watery doom or a pitch-dark cell. You will have strength for yourself and for him as well. **To win, your magnifying glass and Professor Kutil's figures must reach the top row.**

46.

You are able to return to camp by boat, so high has the tide risen. One of your companions comments that the flood seems most unnatural.

"It is natural in a way," Kutil replies. "But also technological. Such mysteries are what I came here to study."

Kutil recounts his adventure with the owl guardian, and soon you and he are comparing stories, comparing research.

"I had to find the answers while I could," Kutil explains. "For I suspected I was not the only one who had deduced the island's location." He gazes in the direction of the strange ship anchored off shore. "Archaeology is not a competition, but I did allow myself to be drawn into a race. That vessel belongs to Doctor Roberto Havran. Once, he was my student. Then, for a time, we were colleagues. Now ... I fear we must be adversaries."

READ THIS FIRST!

Your deck is ready for the campaign. Content can be revealed chapter-by-chapter as you play through the six-chapter story for solo or two-player cooperative play.

But it's also okay to just mix the new cards into the old decks and start playing a standard game. Details are in the other rulebook on page 2.

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